

Sample Schedule Summer Makers Camp Programme (4-Week)

WEEK ONE : DINGLE DANGLE PUPPETS

Makers will explore the world of puppetry, learn to make different types of puppets and create an original story to stage a puppet show.

| Week 1 | Monday | Tuesday | Wednesday | Thursday | Friday |
|----------------------|--|---|--|---|---|
| 9.00 - 9.30 | Creative Teaming : Icebreakers and Team-Building activities | | | | |
| 9.30 - 10.00 | Introduction to world of puppetry | Field Trip Muji+ Creative Studio | Exploring Puppetry from around the world | Bunraku - Japanese Traditional Puppetry | Staging a puppet show |
| 10.00 - 10.30 | Snack and Play | | | | |
| 10.30 - 11.15 | Stick and sock puppets | Field Trip Muji+ Creative Studio | Shadow puppets | Marionettes | Staging a puppet show |
| 11.15 - 12.00 | Skills-Focused Workshop | | Skills-Focused Workshop | Skills-Focused Workshop | Skills-Focused Workshop |
| 12.00 - 1.00 | Lunch and Play | | | | |
| 1.00 - 3.00 | Student-Initiated Projects | | | | |
| 3.00 - 3.30 | Inspiration Station : An End-of-the-day debrief and sharing of ideas | | | | 2.30 - 3.30 Project Showcase (Open Hour for Parents) |
| Dismiss the Students | | | | | |

WEEK TWO : MOVERS AND SHAKERS

Makers will build projects as they discover the science and technology behind circuits, build and code robots, design a maze for their robots and create other movable projects.

| Week 2 | Monday | Tuesday | Wednesday | Thursday | Friday |
|----------------------|--|---|-------------------------|-------------------------|---|
| 9.00 - 9.30 | Creative Teaming : Icebreakers and Team-Building activities | | | | |
| 9.30 - 10.00 | Coding | Field Trip Kawasaki Good Times World | Coding | Coding | Coding |
| 10.00 - 10.30 | Snack and Play | | | | |
| 10.30 - 11.15 | Robotics | Field Trip Kawasaki Good Times World | Robotics | Robotics | Robotics |
| 11.15 - 12.00 | Skills-Focused Workshop | | Skills-Focused Workshop | Skills-Focused Workshop | Skills-Focused Workshop |
| 12.00 - 1.00 | Lunch and Play | | | | |
| 1.00 - 3.00 | Student-Initiated Projects | | | | |
| 3.00 - 3.30 | Inspiration Station : An End-of-the-day debrief and sharing of ideas | | | | 2.30 - 3.30 Project Showcase (Open Hour for Parents) |
| Dismiss the Students | | | | | |

WEEK THREE : WORK WITH WOOD

Makers learn to use tools safely to construct with wood, use design thinking to create practical pieces, integrate technology and circuitry into finished projects.

| Week 3 | Monday | Tuesday | Wednesday | Thursday | Friday |
|----------------------|--|---|-------------------------|-------------------------|---|
| 9.00 - 9.30 | Creative Teaming : Icebreakers and Team-Building activities | | | | |
| 9.30 - 10.00 | Design and Prototyping | Field Trip Takenaka Tools Museum | Design and Prototyping | Design and Prototyping | Design and Prototyping |
| 10.00 - 10.30 | Snack and Play | | | | |
| 10.30 - 11.15 | Wood-working | Field Trip Takenaka Tools Museum | Wood-working | Wood-working | Wood-working |
| 11.15 - 12.00 | Skills-Focused Workshop | | Skills-Focused Workshop | Skills-Focused Workshop | Skills-Focused Workshop |
| 12.00 - 1.00 | Lunch and Play | | | | |
| 1.00 - 3.00 | Student Initiated Projects | | | | |
| 3.00 - 3.30 | Inspiration Station : An end-of-the-day debrief and sharing of ideas | | | | 2.30 - 3.30 Project Showcase (Open Hour for Parents) |
| Dismiss the Students | | | | | |

WEEK FOUR : OUT OF THE BOX

Makers get hands-on with creative cardboard construction, build movable automation, understand how gears work and create a mechanical toy.

| Week 4 | Monday | Tuesday | Wednesday | Thursday | Friday |
|----------------------|--|--|-------------------------|-------------------------|---|
| 9.00 - 9.30 | Creative Teaming : Icebreakers and Team-Building activities | | | | |
| 9.30 - 10.00 | Design and Prototyping | Field Trip Arima Toys and Automata Museum | Design and Prototyping | Design and Prototyping | Design and Prototyping |
| 10.00 - 10.30 | Snack and Play | | | | |
| 10.30 - 11.15 | Cardboard Automata | Field Trip Arima Toys and Automata Museum | Cardboard Automata | Cardboard Automata | Cardboard Automata |
| 11.15 - 12.00 | Skills-Focused Workshop | | Skills-Focused Workshop | Skills-Focused Workshop | Skills-Focused Workshop |
| 12.00 - 1.00 | Lunch and Play | | | | |
| 1.00 - 3.00 | Student-Initiated Projects | | | | |
| 3.00 - 3.30 | Inspiration Station : An end-of-the-day debrief and sharing of ideas | | | | 2.30 - 3.30 Project Showcase (Open Hour for Parents) |
| Dismiss the Students | | | | | |